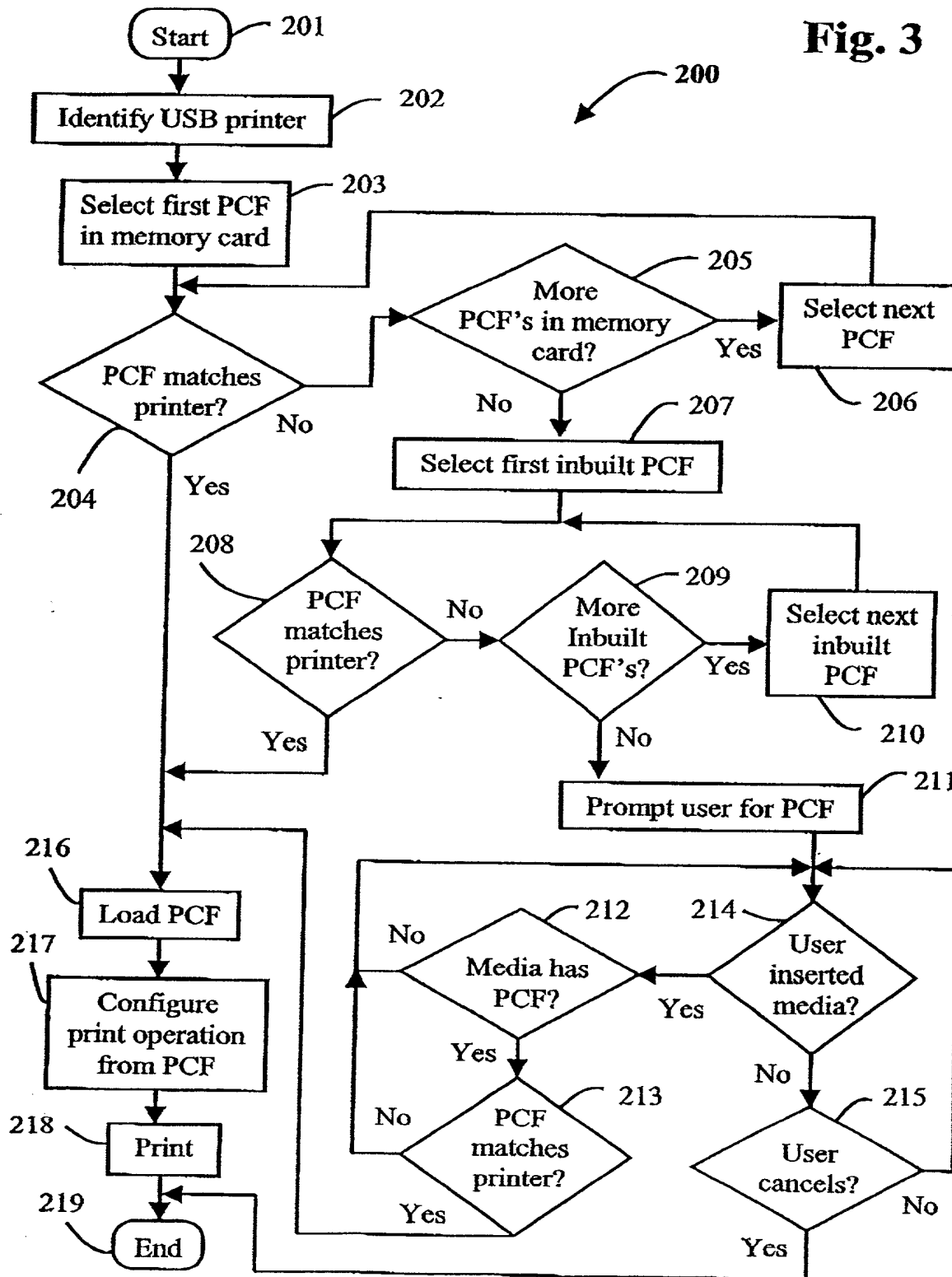
**Fig. 1**

301	
FIELD TYPE	FIELD NAME
Array of strings	Model Names
Integer	Number of Colour Components
3D Array of characters	Colour conversion map for component 1
3D Array of characters	Colour conversion map for component 2
...	...
3D Array of characters	Colour conversion map for component N
String	Start of page control sequence
String	End of page control sequence
String	Begin scanline of component 1 control sequence
String	Begin scanline of component 2 control sequence
...	...
String	Begin scanline of component N control sequence
String	End of scanline control sequence

Fig. 2

Fig. 3



```

/* pointers to fixed data */
const char  *ModelName = "BJ-F000";
const int   ColourComponents = 6;
...

printf("Printer model is %s\n", ModelName);
...

```

**Fig. 4 (Prior art)**

```

/* pointer to loadable data */
struct Pcf  *PcfPointer = malloc(sizeof(struct Pcf));

fread(PcfPointer, sizeof(struct Pcf), 1, PcfFile);

printf("Printer model is %s\n", PcfPointer->ModelName);
...

```

**Fig. 5**